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Vodnik

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This article is an expansion based on a canon element. For canon information, follow the link to The Witcher Wiki: [Water sprite](#).



This article is an expansion based on a canon element. For canon information, follow the link to The Witcher Wiki: [The Witcher Monster Slayer](#).



This fan-fiction article, **Vodnik**, was written by [Witcher190](#). Please do not edit this article without the writer's permission.

The **vodnik** or **water sprite** is a type of aquatic monster that some classify as an ogroid, while others consider it a necrophage. It shares a connection with the drowner, though it remains uncertain whether the vodnik is a relative of the drowner or simply exhibits similar features due to convergent evolution. If it is indeed an ogroid, it stands out as the only aquatic member of this group, aside from the Coral Troll found in the [Far South](#) of the [Old Continent](#).

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Vodnik



Taxonomy

Classification Ogroid/ Necrophage (?)

Species Vodnik

Physiology

Height Similar to a nekker but slightly larger

Weight Similar to a nekker

Eyes White and glowing

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Ecology	
Intelligence	Similar to the tribal behavior of nekkers
Nature	Aggresive
Range	Fresh and saltwater near coastal areas of the Old Continent
Habitat	Dwell in both fresh and saltwater near coastal areas and are most active during rainy conditions, similar to drowners



Characteristics

The vodnik has a menacing appearance despite its short stature, similar to a [nekker](#) but slightly larger. It is characterized by long, sharp teeth and a fin-like appendage atop its head. Its skin is dark blue with white accents, giving it a somewhat fish-like appearance that some find reminiscent of the [vodyanoy](#), though the two are not related and differ vastly in other aspects. The creature's eyes are white and glowing, adding to its eerie demeanor. The vodnik is usually adorned with various accessories, including ropes and trinkets, with a tendency to wear clothes or ornaments. Its limbs are equipped with long claws, indicating its capability for both swimming and attacking on land. These monsters are often confused with drowners due to their aquatic nature and similar appearance.

Behavior

On land, the vodnik attacks with its long claws, employing tactics reminiscent of the nekker. They are agile and swift, often using surprise and ambush techniques to overwhelm their prey. When attacking in groups, a larger vodnik typically leads the assault, coordinating the group's movements to maximize their effectiveness. Their level of intelligence is suggested by their tendency to wear clothes or accessories, similar to the tribal behavior of nekkers. This cultural behavior indicates a social hierarchy and possibly a form of complex communication among them.

Vodniks are known for kidnapping people from shores, jetties, and boats, dragging their victims underwater where they can drown them and feed at their leisure. This predatory behavior makes them particularly feared by fishermen and those living near bodies of water. Their modus operandi often involves lurking just below the water's surface, waiting for an unsuspecting human to come within reach. They are opportunistic feeders, preying on fish and small aquatic animals when humans are not available.

These creatures dwell in both fresh and saltwater near coastal areas and are most active during rainy conditions, similar to drowners. Rainy weather provides

them with cover and reduces visibility for their potential victims, making it easier for them to approach unnoticed. During heavy rain, they may venture further inland, using flooded areas to move around more freely.

Vodniks exhibit territorial behavior, fiercely defending their chosen hunting grounds from intruders, whether they be humans or other monsters. They use their sharp claws and teeth to inflict serious injuries, relying on their physical prowess to dominate their territory. Some believe that vodniks mark their territory with certain types of trinkets and ornaments, which they either craft or steal from their victims. These decorations may also serve as a warning to others of the danger within their domain.

Many believe that vodniks are the male counterparts of rusalkas, but this is a misconception. Vodniks and rusalkas do not mate with each other; rusalkas, like other dryads, mate with elves or humans. In fact, vodniks and rusalkas have never been observed living in the same bodies of water.

Vodniks show a strong aversion to sunlight, preferring to hunt at dusk, night, or during overcast and rainy weather. Their glowing white eyes are adapted for low-light environments, granting them a significant advantage during these times. In addition to their natural hunting skills, vodniks also display a cunning intelligence. They have been observed using tools and setting simple traps to catch their prey, demonstrating a level of problem-solving ability not commonly seen in other monsters. This makes them particularly dangerous and unpredictable adversaries.

Their social behavior is also noteworthy. Vodniks communicate through a series of guttural sounds and gestures, coordinating their actions during hunts and territorial disputes. They exhibit a form of pack mentality, where the strongest and most cunning vodnik leads the group. This social structure allows them to execute complex hunting strategies and defend their territory more effectively.

Biology

Vodniks possess a unique physiology that allows them to thrive in both aquatic and terrestrial environments. Their amphibious nature is evident in their strong limbs and webbed feet, which provide excellent mobility in water and on land. Their skin secretes a mucus-like substance that helps them retain moisture and move swiftly in water. This secretion is also thought to have mildly toxic properties, causing strong irritation to those who come into direct contact with it.

Slaying

Despite their similar appearance to drowners, vodniks require distinct methods for slaying. While both creatures are susceptible to fire, vodniks exhibit particular weaknesses that a prepared witcher can exploit. Ogroid oil, effective against many ogroids, proves potent against vodniks as well, reinforcing the classification of vodniks as ogroids. Their vulnerability to a steel sword further indicates their origin as native creatures of this world, distinguishing them from necrophages like drowners.

On land, the Igni Sign is highly effective against vodniks, as it exploits their aversion to fire. This Sign can ignite their mucus-covered skin, causing severe burns and debilitating them. In water, the Volun Sign, which generates an electrical discharge, is particularly useful. The electrical current travels through the water, targeting the vodnik's aquatic adaptations and stunning them. The Hatri Sign, which reflects the opponent's negative emotions back at them, can also be utilized to instill fear and confusion in a group of vodniks, disrupting their coordinated attacks and making them easier to manage.

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